

# Beat 1

## Part I Incidents Last 28 Days

● Robbery	1
● Aggravated Assault	1
● Rape	0
● Burglary	0
● Theft from Auto	3
● Theft from Yard	1
● Theft from Building	0
● Shoplifting	4
● Other Larceny	1
● Auto Theft	0
● Snatching/PickPkt	0
<b>Total</b>	<b>11</b>

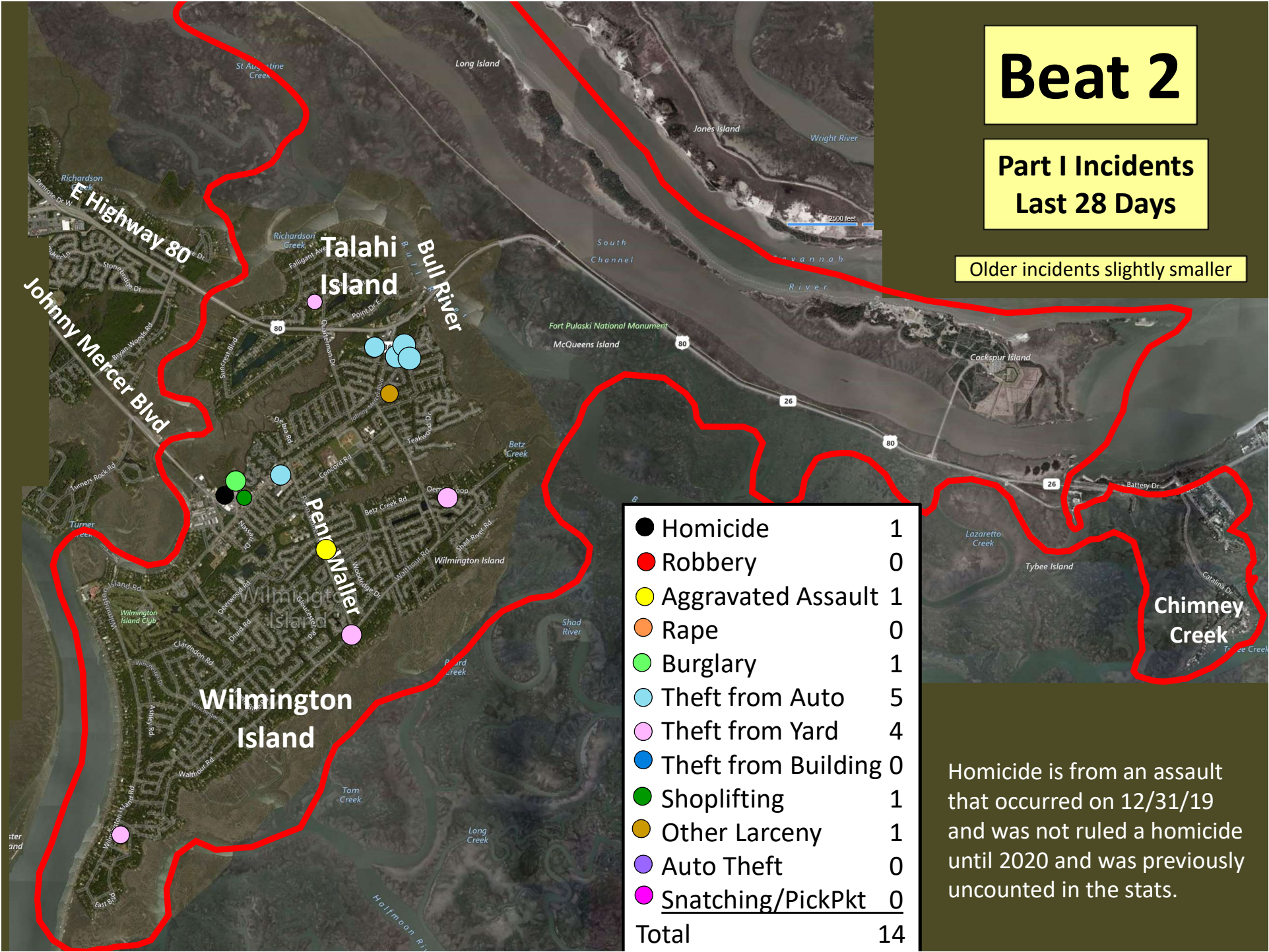
Older incidents slightly smaller



# Beat 2

## Part I Incidents Last 28 Days

Older incidents slightly smaller



The map displays Beat 2, which includes Talahi Island, Wilmington Island, and parts of the surrounding area. A red outline delineates the beat's boundary. Various streets and landmarks are labeled, including E Highway 80, Johnny Mercer Blvd, Bull River, and the Savannah River. Incident locations are marked with colored dots: black for Homicide, red for Robbery, yellow for Aggravated Assault, orange for Rape, green for Burglary, light blue for Theft from Auto, pink for Theft from Yard, dark blue for Theft from Building, dark green for Shoplifting, gold for Other Larceny, purple for Auto Theft, and magenta for Snatching/PickPkt. A legend table is provided for reference.

● Homicide	1
● Robbery	0
● Aggravated Assault	1
● Rape	0
● Burglary	1
● Theft from Auto	5
● Theft from Yard	4
● Theft from Building	0
● Shoplifting	1
● Other Larceny	1
● Auto Theft	0
● Snatching/PickPkt	0
<b>Total</b>	<b>14</b>

Homicide is from an assault that occurred on 12/31/19 and was not ruled a homicide until 2020 and was previously uncounted in the stats.

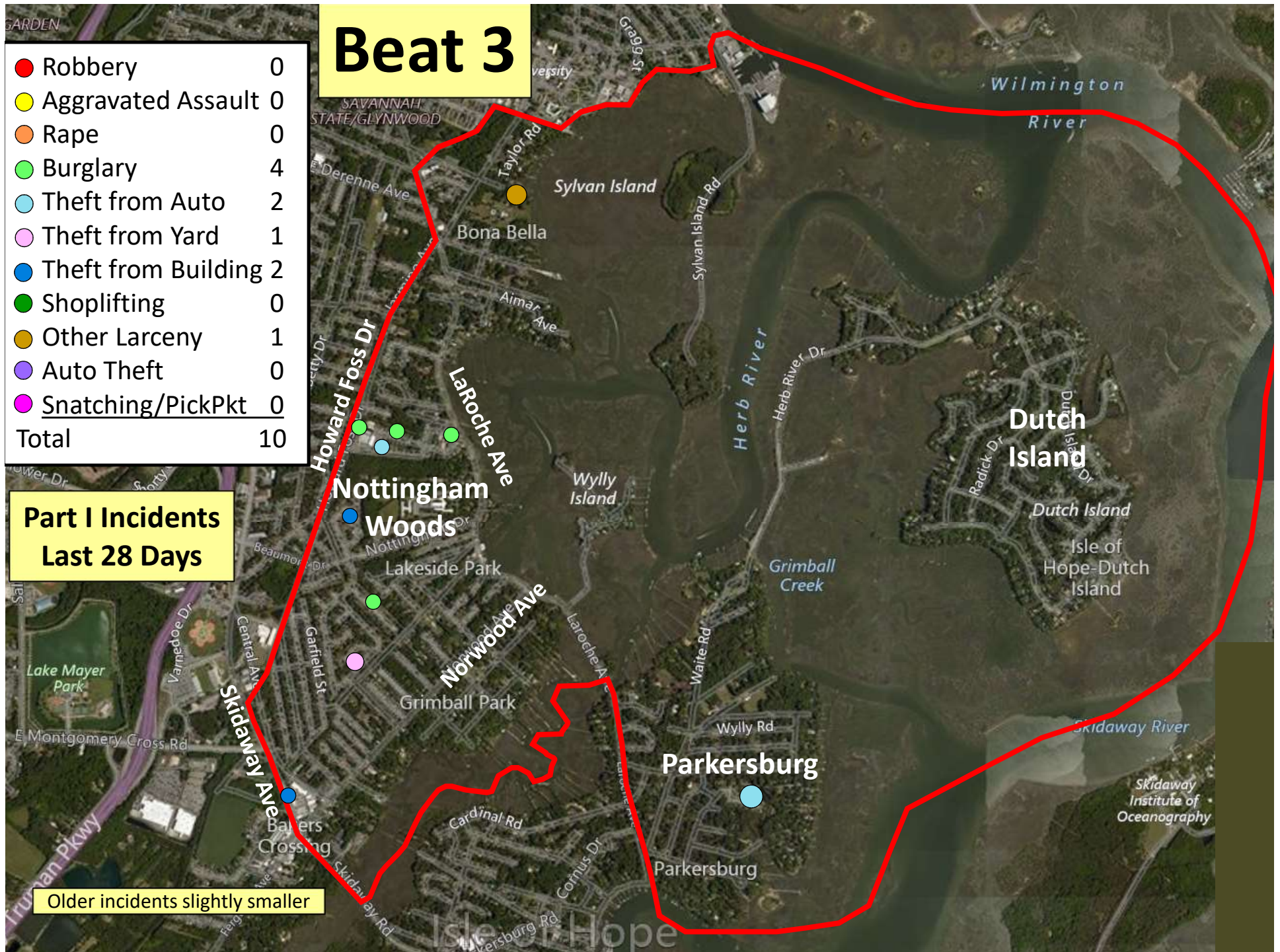


# Beat 3

● Robbery	0
● Aggravated Assault	0
● Rape	0
● Burglary	4
● Theft from Auto	2
● Theft from Yard	1
● Theft from Building	2
● Shoplifting	0
● Other Larceny	1
● Auto Theft	0
● Snatching/PickPkt	0
Total	10

## Part I Incidents Last 28 Days

Older incidents slightly smaller





# Beat 4

## Part I Incidents Last 28 Days

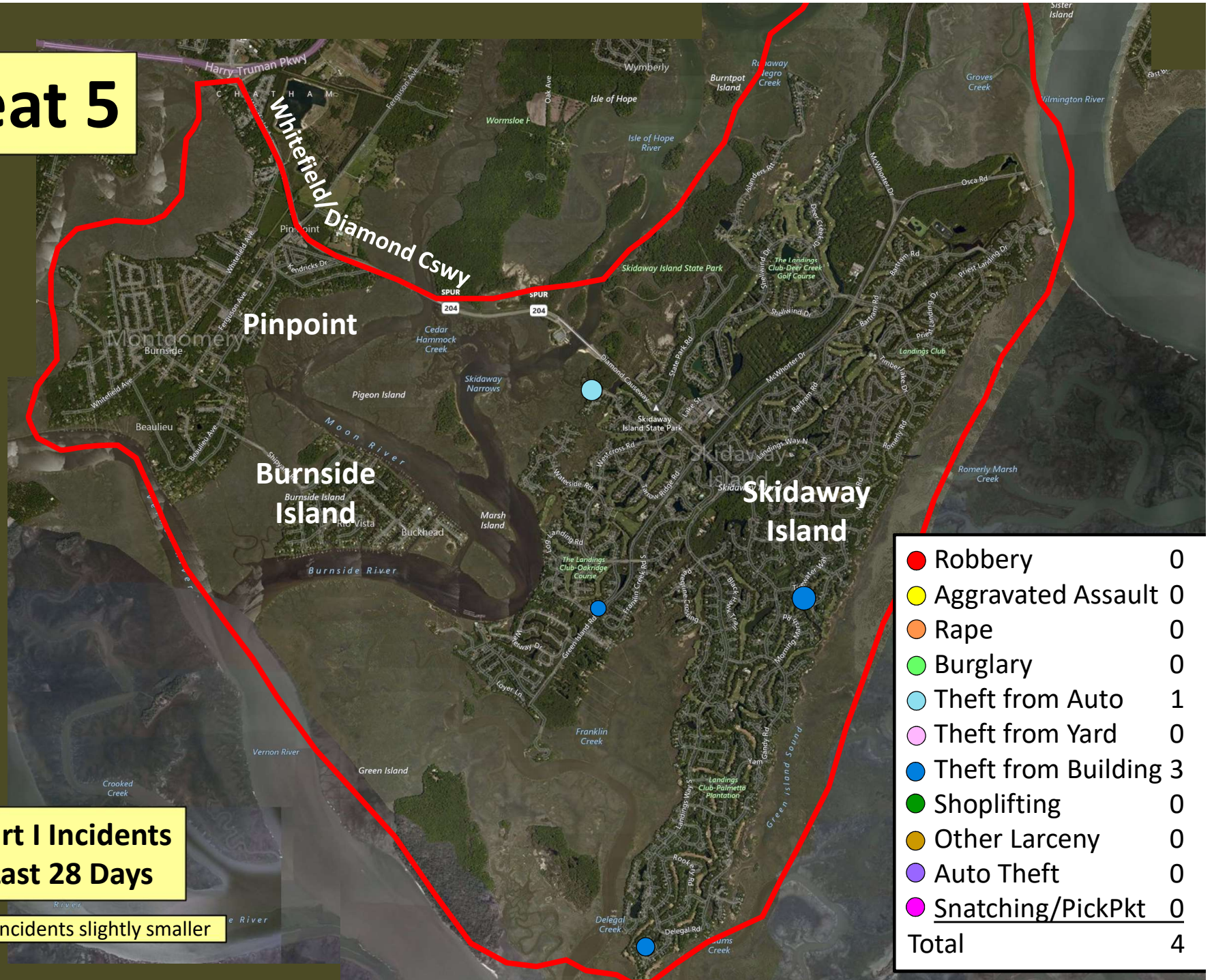
● Robbery	0
● Aggravated Assault	0
● Rape	0
● Burglary	1
● Theft from Auto	1
● Theft from Yard	1
● Theft from Building	1
● Shoplifting	2
● Other Larceny	0
● Auto Theft	1
● Snatching/PickPkt	0
Total	7

Older incidents slightly smaller





# Beat 5



**Part I Incidents  
Last 28 Days**

Older incidents slightly smaller



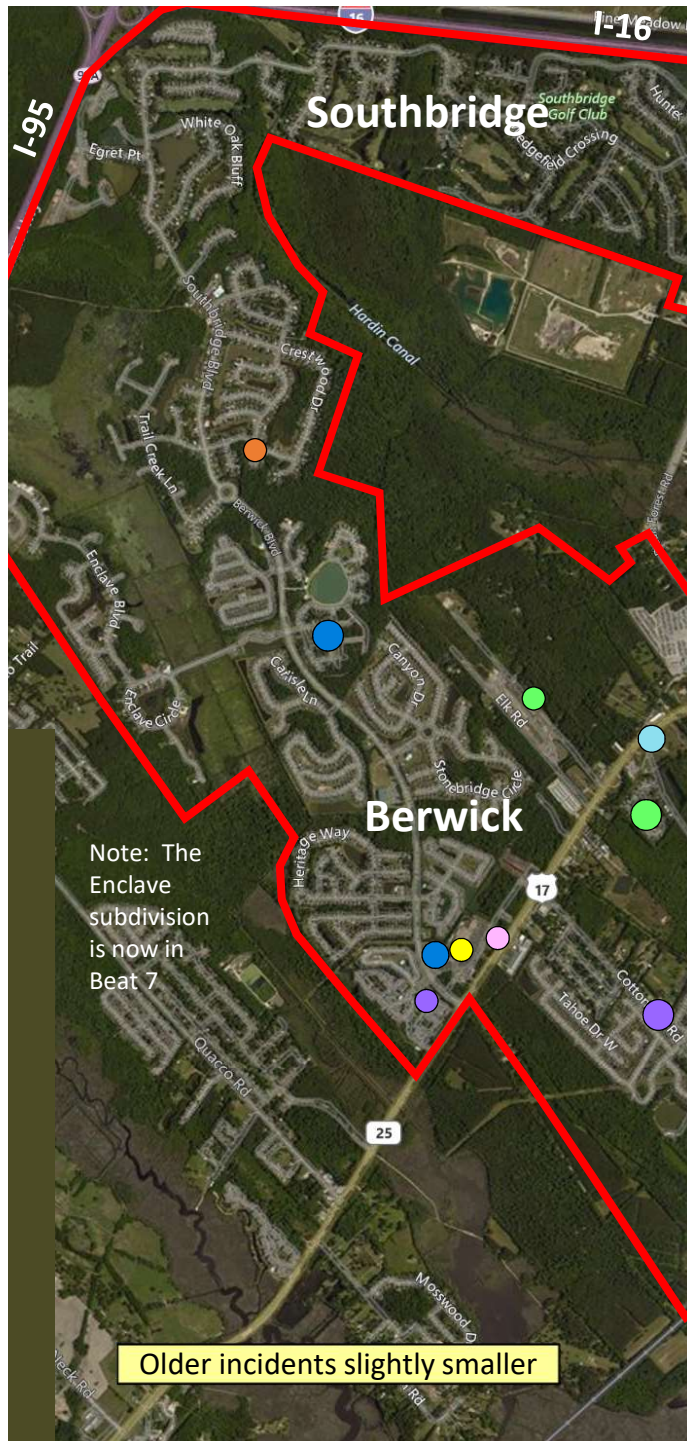
# Beat 6

Part I Incidents  
Last 28 Days

● Robbery	0
● Aggravated Assault	0
● Rape	0
● Burglary	0
● Theft from Auto	0
● Theft from Yard	0
● Theft from Building	0
● Shoplifting	1
● Other Larceny	1
● Auto Theft	1
● Snatching/PickPkt	0
Total	3

Older incidents slightly smaller





● Robbery	2
● Aggravated Assault	5
● Rape	1
● Burglary	5
● Theft from Auto	3
● Theft from Yard	1
● Theft from Building	3
● Shoplifting	0
● Other Larceny	1
● Auto Theft	3
● Snatching/PickPkt	0
Total	24

# Beat 7

Part I Incidents  
Last 28 Days

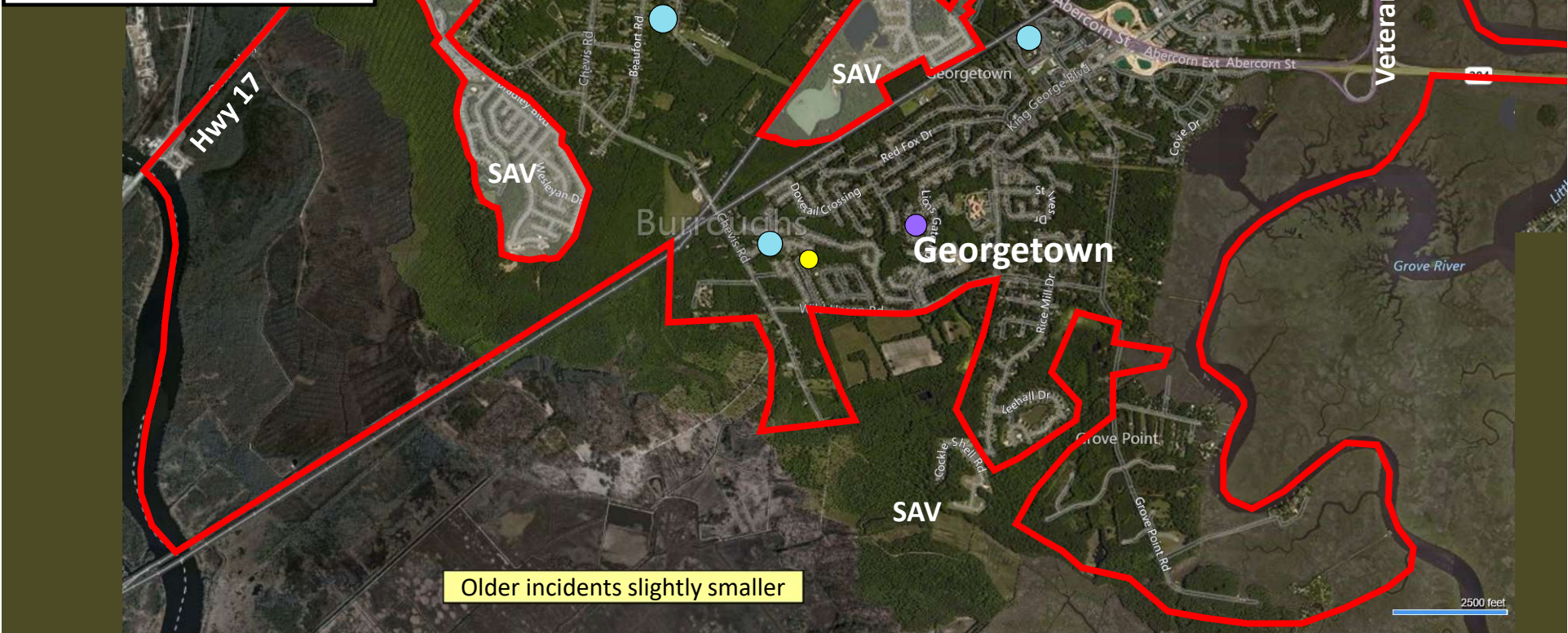




Part I Incidents  
Last 28 Days

Beat 8

● Robbery	0
● Aggravated Assault	1
● Rape	0
● Burglary	2
● Theft from Auto	5
● Theft from Yard	2
● Theft from Bldg	1
● Shoplifting	7
● Other Larceny	0
● Auto Theft	2
● Snatching/PickPkt	0
Total	20



Older incidents slightly smaller



# Beat 9

## Part I Incidents Last 28 Days

Note: The  
Enclave  
subdivision  
is now in  
Beat 7

● Robbery	0
● Aggravated Assault	3
● Rape	2
● Burglary	0
● Theft from Auto	4
● Theft from Yard	4
● Theft from Building	3
● Shoplifting	1
● Other Larceny	4
● Auto Theft	3
● Snatching/PickPkt	0
Total	24

